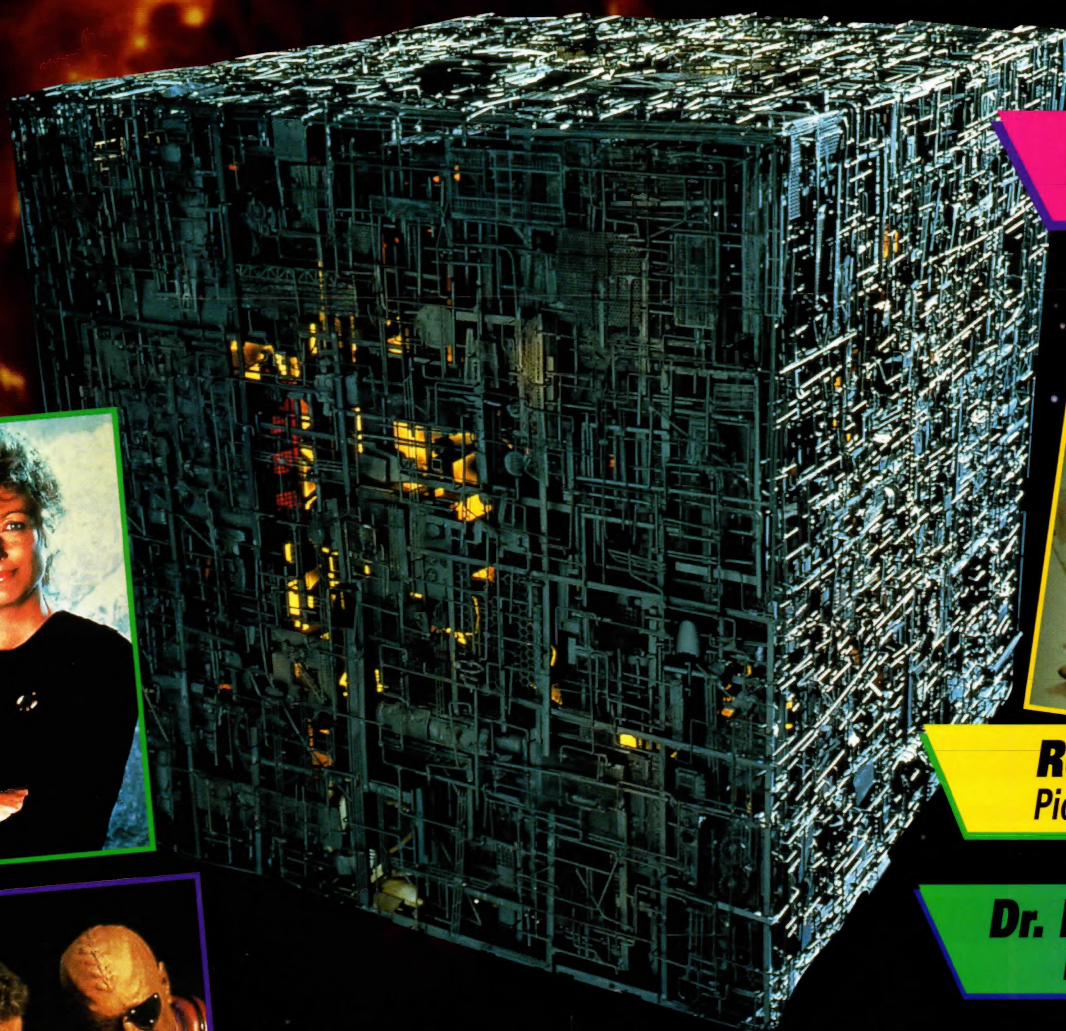




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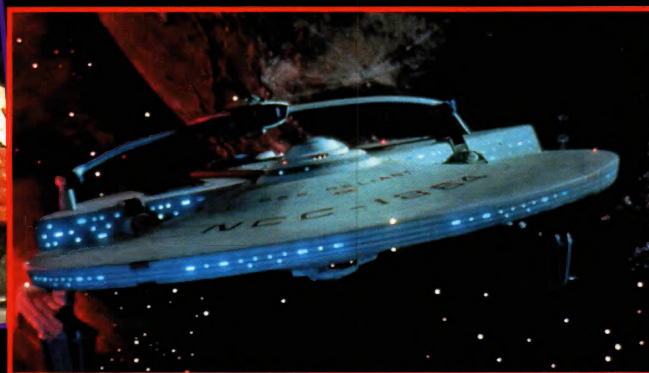
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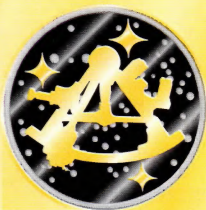
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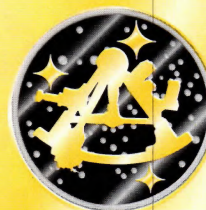


CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3N



CHARTING
THE GALAXY

ALPHA QUADRANT

GARON II

CLASS-M PLANET

While stationed aboard the **U.S.S. Wellington**, Bajoran officer **Ro Laren** is part of an away team to **Garon II**. While on the planet, Ro disobeys orders, with disastrous results; eight people on her away team die. She is court-martialed and later imprisoned.

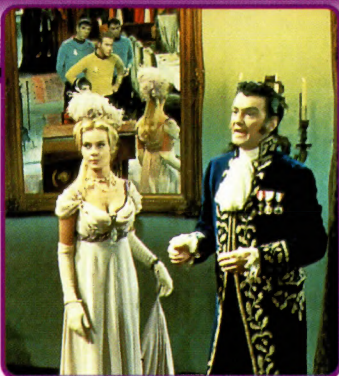


Ensign Ro is a very headstrong officer whose uncompromising attitude can have tragic results.

GONAL IV

CLASS-M PLANET

This planet is home to a species of moth that is studied and reported on for a science fair project by young **Jay Gordon** in 2368.



GOETHOS

CLASS-M PLANET

Not so much a planet in the natural sense, but a world created for the amusement and entertainment of **Trelane**, a young but powerful being. Not all of this iron-silica based world is **Class-M**; only the portion where **Trelane** brings some **U.S.S. Enterprise** crew. The rest of the planet has no discernible vegetation, a toxic atmosphere, and regular seismic activity.

Trelane is an impish being of unknown origin. His warped sense of fun involves his own world, where he plays by his own rules.

GASPAR VII

CLASS-M PLANET

Class-M world, **Gaspar VII** is the homeworld of **Captain Edwell**, a **Starfleet** officer. There is no further information on this planet in the current records.

GEMULON V

CLASS-M PLANET

This planet is the intended destination of the colony ship **S.S. Santa Maria**. The ship is named after the flagship of Christopher Columbus's 15th-century expedition to discover a new trade route to India.

Ten years earlier, some colonists intended to settle on **Gemulon V**, but became stranded on an unidentified **Class-M** planet when they had to make repairs.

GEMARIS V

CLASS-M PLANET

In 2366, the **U.S.S. Enterprise NCC-1701-D** travels to **Gemaris V** so that **Captain Picard** can help to conduct trade negotiations involving the **Gemarians** and a race from a nearby planet, the **Dachlyds**.



GIDEON

CLASS-M PLANET

Class-M world with an enormous population problem. The sexual urges of its inhabitants are thought to be so strong that they are unable to practice normal birth control. Most planets rely on a certain amount of disease to keep population levels down to manageable levels, but the atmosphere of **Gideon** is believed to be free of any harmful germs. A plan is launched by their leaders that amounts to a form of germ warfare on its own population. In 2268, after **Gideon** has applied for member status in the **Federation**, **Captain Kirk** is kidnapped by the leaders and placed on the bridge of an exact replica of the **U.S.S. Enterprise**. There he is introduced to **Odon**, the beautiful daughter of one of the council elders named **Hodin**. **Odon** plans to contract **vegan choriomeningitis**, which has lain dormant in Kirk's system since he recovered from the disease many years ago; she intends to infect her population and die herself, thus serving as an example of self-sacrifice. **Odon** is cured by **Dr. McCoy**, but she is now a carrier, and the disease spreads throughout the population.



After being kidnapped and placed aboard an exact duplicate of the **U.S.S. ENTERPRISE**, **Kirk** eventually meets with the **Gideon** council to discuss their situation.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3N



CHARTING
THE GALAXY

ALPHA QUADRANT

GRAVESWORLD

CLASS-M PLANET

Designation given to the ringed planet that is home to **Dr. Ira Graves**, a molecular cyberneticist of the highest intellect. Dr. Graves lives here in isolation until his death in 2365. Before he dies, he transfers his intellect into **Data's** positronic brain; it is later downloaded into the **U.S.S. Enterprise NCC-1701-D's** computer.

▶ **Data, already an avatar of knowledge, is given the intellect of Dr. Ira Graves from Gravesworld.**



HANSEN'S PLANET

CLASS-M PLANET

Little is known of this planet except that the indigenous humanoid life forms closely resemble those found on **Taurus II**. These large, bipedal humanoids use crude hand-crafted weapons to hunt and protect themselves.



▶ **Hansen's Planet contains a large bipedal life form similar to the ones on Taurus II, which have only rudimentary technical skills.**

HAKTON VII

CLASS-M PLANET

This **Class-M** planet is located in the **Demilitarized Zone** and contains a **Federation** colony. Shortly after the **Bok'Nor** is destroyed at **Deep Space Nine**, the **Cardassians** kill three settlers from **Hakton VII** in an act of retribution.

HALII

CLASS-M PLANET

The **Haliians**, natives to this **Class-M** planet, are slightly telepathic. **Starfleet** lieutenant **Aquieli Uhnari** is from **Halii**; when she is assigned to secluded outposts she often pines for her homeworld and her mother's **Muskan seed punch**. Some Haliians are dark-skinned and have distinctive forehead ridges. The Haliians have a celebration called the **Batarael** which features the singing of the traditional **Horath**. In the Haliian language, the word 'oumriel' translates as 'special friend'.

HAROD IV

CLASS-M PLANET

In 2368, during a mission to **Krios**, the **U.S.S. Enterprise NCC-1701-D** collects a group of miners stranded on **Harod IV**. The miners eventually find their way to **Ten-Forward**.

HARRAKIS V

CLASS-M PLANET

A mission to **Harrakis V** in 2367 is completed ahead of schedule, allowing the crew of the **U.S.S. Enterprise NCC-1701-D** to use their extra time for personal pursuits.

HAVEN

CLASS-M PLANET



▶ **The U.S.S. ENTERPRISE makes contact with the Electorine of Haven, Valeda Innis. She tells Picard that an incoming vessel has bypassed their stargate and hence their law, but they have no defenses.**

Also known as **Beta Cassius**, **Haven** is an aptly named **Class-M** planet of incredible beauty and serenity. Haven is even rumored to have mystical healing powers. Legends say that it can 'mend souls and heal broken hearts'; unfortunately, these stories are unsupported by fact. Because of the Eden-like qualities on Haven, the inhabitants are wary of outsiders, especially those who may be carrying disease. In 2364, victims of the **Tarellian plague** are refused landing permission on the planet by the government.

From space, Haven appears similar to Earth, with large bodies of water and continental land masses. The **Electorine** speaks with an accent similar to a European on Earth.

▶ **Dr. Wyatt Miller chooses to stay with the Tarellians and the woman of his dreams to try to cure them of their plague. They are not allowed to land on Haven, but they will continue to search for a cure and a planet where they can set up a community.**





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 24



OTHER GROUPS
AND RACES

KATAAN

In the face of unavoidable destruction, the people of Kataan devise an extraordinary method of preserving the memory of their culture and transmitting it to future generations.

Kataan was a planet in the **Silarian sector**, one of a system of six planets whose star went nova hundreds of years before the **Federation** was formed. The last formal record of life there dates back 1,000 years.

Kataan had a breathtaking, pale desert-like landscape, with diminutive hills and sparse mountain ranges, but suffered a serious drought,

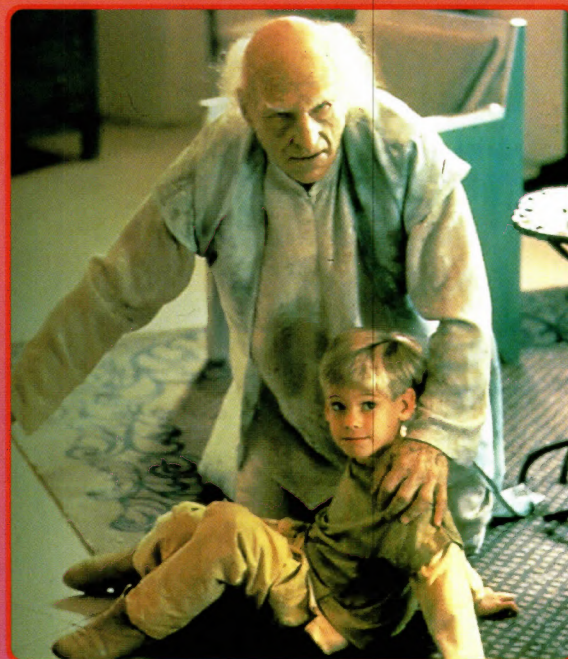
which made vegetation sparse. Unusual flora that once accentuated the landscape became scant, withering and eventually dying out completely.

Peaceful world

As exemplified by the community of **Ressik**, in the Northern Province, Kataan was a peaceful planet. The people of Kataan lived in simple stone villas with modest white courtyards. The society was remarkably democratic, the

The extraordinary probe allows Captain Picard to experience an entire lifetime on Kataan. He has children, even grandchildren, and lives to the age of 85.

people were not divided by class, and there were no exclusions or exaltations according to race, rank, gender or religion. Individuals grew up in separate family units, but with a sense of belonging to the larger community. Villages thrived through camaraderie and socialistic



A WORLD OF BEAUTY

The lost history of an ancient paradise

Throughout the millennia, thousands of inhabitable planets and the cultures that lived on them have perished. Even the most advanced technology is incapable of preventing an old

star from going nova. However, the people of Kataan developed an innovative response to their inevitable fate. They constructed a probe that was capable of transmitting the complex

memories of a life on their planet to an alien being. The probe eventually encounters Captain Jean-Luc Picard, who experiences the life of Kamin, a native inhabitant of Kataan.



In many ways, life on Kataan is idyllic. The inhabitants live in pleasant, airy buildings and have devoted themselves to a simple, agrarian lifestyle. Only the constant and serious drought mars life on this beautiful planet.

There is nothing the people of Kataan can do to prevent the supernova which will destroy their planet. But they are unwilling to simply surrender, and construct a probe that will carry their memories to the future.



cooperation.

Though plagued with drought, the people of Kataan had a fierce will to survive. They believed hope was a powerful weapon against any challenge and that together they could even defy nature. As a bold affirmation of life, Ressik citizens planted a sapling tree in the town square and encouraged other communities to follow suit.

Open government

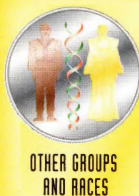
The communities were administered by a participatory government. An Administrator oversaw several neighboring communities, and one or more council leaders from each community acted as spokesperson for that area. Despite these official posts, each citizen was welcome to offer his or her opinion on any given issue.

Despite advanced technology, the inhabitants of Kataan lived a simple life. Most men worked in hand-

Designation	Kataan
Class	M
Quadrant	Alpha
Inhabitants	Humanoid
Government	Kataan has an open, government. There are elected administrators and council leaders, but all citizens are welcome to speak.
Climate	Because its sun is approaching a supernova, Kataan's climate is increasingly arid.
Technology	Technology is sufficiently advanced to construct a probe capable of transmitting memories, but they cannot prevent their sun from going nova.
Starship Log	STAR TREK: THE NEXT GENERATION 'Inner Light'

GALAXY FACTS

- ▶ Kataan is not the only culture to develop techniques for implanting memories. The Argrathi use false memories to punish criminals.
- ▶ Captain Picard continues to play his Ressikan flute aboard the *Enterprise*, and it helps him to forge a relationship with Neela Daren.
- ▶ The probe is constructed of paricum and talgonite.



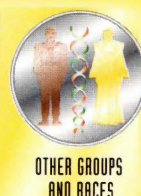
OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 24

KATAAN



OTHER GROUPS
AND RACES

craft jobs, while the women tended home and children. The only means of intercommunity communication was a shared voice-transit conductor.

The people of Kataan eventually realized that the severe drought was being caused by changes in their sun, which was approaching its death. Faced with total



▶ The inhabitants of Ressik plant a tree in their square as a symbol of hope.



▶ 'Kamin's' life offers Picard many things that he never had in *Starfleet*. Perhaps most importantly, he is happily married to Eline and enjoys a simple life with his family.

IMMORTALITY OF A SORT

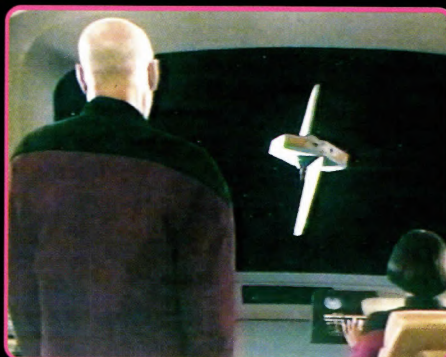
Another life

Kamin's life allows Picard to experience many of the things he gave up in order to become a *Starfleet* captain. Most significantly, it gives him a family life. On Kataan, he is married and has two children – a son, Batai, and a daughter, Meribor – and he later becomes a grandfather. In his own time, the death of his brother, Robert, and his nephew, René, leaves Picard as the only surviving member of his family. This is a source of great sadness to him, because he places great significance on his heritage.

▶ Picard finds himself on Kataan. Those around him claim to have no knowledge of his past, and insist that he is an iron weaver called Kamin. After five years, he finally accepts his situation.



▶ Even after he has 'returned' to the U.S.S. *ENTERPRISE*, Picard retains the memory of his life on Kataan. As Kamin he learned to play the flute, and when his crew examine the probe they discover a Ressikan flute on board. Picard now takes great pleasure playing the instrument, a lasting gift from a dead world.



▶ The probe spends more than a thousand years traveling through space before it finds Captain Picard and finally transmits its message. The probe enables Picard to experience a lifetime on Kataan.



▶ As Kamin, Picard becomes the head of a happy family. He has two children, and eventually becomes a grandfather.



▶ While living in Ressik, Picard learns to play the flute. He has many friends and a loving family, and he comes to appreciate his quiet life. However, he never entirely forgets his real existence.

annihilation, they devised an imaginative way to preserve at least part of their culture. In the Earth year 1370, the people of Kataan launched a probe which contained their memories.

The probe is eventually discovered on Stardate 45944.1, by the U.S.S. *Enterprise* NCC-1701-D. The probe scans the ship and then zeroes in on Captain Picard, knocking him unconscious. A beam connects Picard to the probe like a tether, and although his body remains on board the *Enterprise*, he wakes to find himself on Kataan.

Picard is greeted by a woman called Eline who knows him as Kamin, the man she has been married

to for three years. He has no memory of life here, and retains his warehouse of knowledge from his past in the future. He uses it to ceaselessly probe his predicament. After several years, Picard surrenders to his fate on Kataan. He becomes a devoted husband and father, and helps to fight the drought.

Back to life

Picard lives Kamin's life for many years. When he is an old man, the administrators finally make Kataan's fate public. Picard watches the launch of the probe. As the then 85-year-old Picard wonders if it will be successful, his deceased wife and best friend appear to him and assure him it was. The probe found him in the 24th century, and, as they planned, he has been given the memory of a lifetime on Kataan. He is now charged with carrying his knowledge of their life back to his society.

Picard wakes on the bridge of the *Enterprise* to discover that although he has decades of memories, only 25 minutes have passed. Through him, Kataan and its people will live in history.

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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 25



OTHER GROUPS
AND RACES

MIRAMANEE'S PEOPLE

Miramanee's people are descended from members of different tribes of Native Americans. They live far from Earth on an idyllic planet that was specially adapted for them by an alien race called the Preservers.

The planet on which the civilization known unofficially as 'Miramanee's people' exists is a world where no civilization would be expected to survive. It lies in the middle of an asteroid belt, and, like the other planets in the system, is directly in the path of stray asteroids and meteors. But this planet – alone of all its neighboring worlds – shows no sign of ever having been struck by asteroids or meteorites.

When the **U.S.S. Enterprise NCC-1701** visits the planet, it discovers a world that is bizarrely familiar.

Another Earth

The planet appears to be an exact duplicate of Earth, with rivers, pine tree forests, animals and birds, exactly as might have been found on North America several centuries ago, when the land was still open and unspoiled by the march of civilization.

Tricorder readings reveal an even greater mystery;

the relative size and age of the planet makes the ecology that exists here virtually impossible, and the odds that it would evolve similarly to Earth are astronomical.

Strangely calm

Still more startling are the life forms that populate this idyllic world. The planet's inhabitants are a small tribe of Native American humans.

They live in a village on the edge of a lake in a primitive settlement that might have been built by North American Indians in



the 18th century on Earth. The circular lodge that dominates the village is similar to those constructed by the Mohicans of the eastern section of the

American continent and the Mandan tribes of the northwest.

Their lifestyle is a typical picture of the daily life of a mixed North American

civilization. The *Enterprise* crew find the women work at weaving, pounding meal in pottery vessels, and cooking. The men are repairing skin shields or



▶ **Kirk, who is suffering from amnesia, earns the status of a god when he saves the life of a young boy who had nearly drowned.**

◀ **Miramanee's people are descended from a small group of Delaware, Navajo and Mohicans who were taken from Earth in the 18th century by the Preservers.**

MEMORIES OF OLD EARTH

Preserving an ancient culture

Aliens known as the Preservers used their advanced technology to save unique societies, by transplanting cultures that were endangered on their own worlds to other planets.

The Native Americans on Miramanee's planet are descended from Mohican, Navajo and Delaware tribesmen taken from Earth, before their culture was

irrevocably damaged by western settlers. The tribesmen are the only inhabitants of their new world. They live a simple, agrarian lifestyle growing crops, fishing in the lake, and hunting animals. Under the guidance of the tribal elder, they hope to fulfill the expectations of the Preservers, whom they call the Wise Ones.

▶ **The tribesmen do not realize that the mysterious obelisk is protecting their planet.**



Designation Miramanee's Planet

Class M

Quadrant Alpha

Inhabitants Human

Government The tribe is led by the medicine chief, but the tribal elder is an important figure. If necessary he can remove the medicine chief.

Features The planet has been altered by a race known as the Preservers, to resemble Earth's North American continent.

Food Miramanee's people grow crops, hunt animals, and fish.

Starship Log STAR TREK: The Original Series 'The Paradise Syndrome'

▶ **Although many Native American tribes moved from place to place, the tribe has established a small, permanent colony on the shores of a large lake.**



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 25



OTHER GROUPS
AND RACES

MIRAMANEE'S PEOPLE

▼ The massive obelisk is really a deflector that protects Miramane's planet from asteroids. However, the tribesmen no longer know how to activate it.



▼ Although the medicine man is the leader of the Native American community, the tribal elder is an important figure. When Kirk arrives on the planet the tribal elder, Goro, uses his authority to remove Salish, the current medicine man.



▲ Kirk is known to the tribe as 'Kirok', and is treated as a god. But when the natives discover he does not know how to enter the temple, they stone him and Miramane, with fatal consequences for her and her unborn child.

throwing sticks. This is a picture of man at peace with himself and his environment.

18th-century dress

The handsome, clean-limbed people wear leather leggings, trousers or beaded dresses. They appear to be the descendants of Mohican, Navajo, and Delaware tribes – among the more peaceful and 'advanced' tribes that existed on Earth in the 18th century. Yet how they came to be here, and how they continue to survive amid the dangers of this region of space, is at first a mystery.

The solution to the puzzle

is discovered within a strange obelisk some distance from the village. The obelisk is a gleaming white substance that resembles marble, and one whole section is covered with strange-looking symbols etched into its surface. It is obviously alien to this world.

Safety device

Inside, the obelisk is filled with strange scientific equipment. It is discovered to be a huge deflector mechanism – and this is what has protected the planet from asteroid strikes. Reading the markings, it is determined that the deflector was installed by

an alien super race who passed through the Galaxy. They called themselves the Preservers, and their mission was to rescue primitive cultures who were in danger of extinction.

They then seeded them on other worlds where they could live and grow, even terraforming the ecology of the new world to resemble the familiar surroundings of those who

were transplanted. This appears to be at least one answer to a puzzle as to why the Federation has found so many humanoid civilizations scattered through the Alpha Quadrant.

The tribesmen know the

▼ According to tradition, the tribal priestess marries the medicine man. But Miramane explains to Salish that she will be joined with Kirok.



TRAGIC LOVE

No happy ending

Captain James Kirk is very happy on Miramane's planet. Because of an accident in the obelisk, he has no memory of his former life, and he soon finds a place within the tribe. Although he is revered as a god, he has far fewer responsibilities than he did as a starship captain. He spends much of his time with his wife, whom he clearly loves. But Kirk still retains his basic personality, and plans to dig a canal to use the lake to irrigate the tribe's crops. Unfortunately, the few months Kirk spends on the planet end in tragedy. When he is unable to enter the obelisk, the people stone him and Miramane, killing her and Kirk's unborn child.



▲ After an accident robs him of his memory, Captain Kirk falls in love with Miramane; they marry and conceive a child.

GALAXY FACTS

▶ Spock and McCoy believe that the Preservers are at least partially responsible for the large number of humanoid species throughout the Galaxy.

▶ Miramane is not the only woman to conceive a child with James Kirk. In 2261, Dr. Carol Marcus gave birth to Kirk's son, David.

Preservers as the Wise Ones. When the tribe first arrived, the Preservers taught the medicine man the secret of activating the asteroid deflector shield whenever the planet was in danger. Each medicine man passes the secret along to the next generation, but when the Enterprise encounters the inhabitants they no longer know how to operate it.

Cultural preservation

Apart from the obelisk, there is no high technology on the planet. It is obviously the intent of the Preservers to maintain the cultures they transplanted in the same form. The culture and lifestyle of the people is almost exactly the same as it had been hundreds of years before.

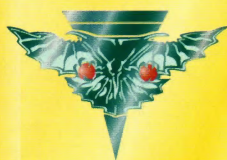
Miramane, a young woman of the tribe, is the daughter of the Chief and, as Princess, is pledged to marry the medicine man. It has been that way for centuries past, and will continue to be that way for centuries to come.

OTHER CARDS IN THIS FILE...

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The Original Series.....File 68



THE ROMULAN
STAR EMPIRE

The Guide to the STAR TREK Galaxy

FILE 12

CARD 4



THE ROMULAN
STAR EMPIRE

ROMULAN HISTORY

The Romulan Empire has a long history of conflict with the other major powers, interrupted by periods of almost total isolation. Time has shown that the Romulans should never be underestimated.

The **Romulan Empire** was founded about 2,000 years ago by a group of dissident **Vulcans** who did not adhere to **Surak's** teachings of logic and reason.

Unlike their Vulcan cousins, the **Romulans** remain a passionate people with powerful emotions. They have an absolute certainty about what is right and what is wrong, who is a friend and who is an enemy.

Following the terrible wars on Vulcan in the first millennium (Earth calendar),

a group of dissidents left the planet. It has been suggested that this is because they disagreed with Surak's new philosophy of logic and peace. However, it is difficult to determine the exact date of the schism, as established Romulan colonies also date from this period. Around this time, the **Debrune**, an offshoot of the Romulans, colonized **Barradas III**; other groups colonized **Calder II**, **Yadalla Prime**, and **Draken IV**. The dissident Vulcans established twin homeworlds on the planets

Romulus and **Remus**, and developed an aggressive Empire which spreads across the **Beta Quadrant**.

Although most Romulans reject Vulcan teachings, some keep small artifacts which show the syllabic nucleus of the Vulcan language, in the hope that their people will one day be reunited.

Earth/Romulan wars

In 2156, war breaks out between Earth and the **Romulan Star Empire**. The war is conducted with nuclear weapons and lasts



The Romulans are an intelligent and cunning species. Unlike their Vulcan relatives, they do not suppress their emotions.

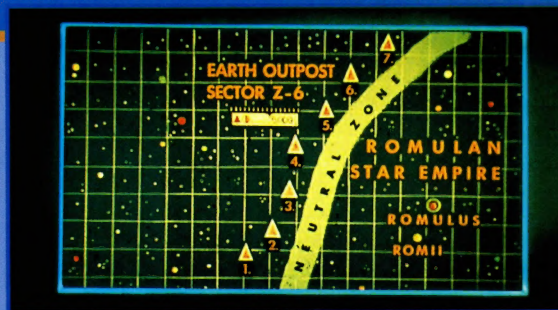
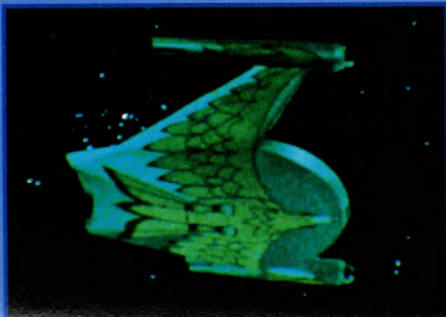
THE NEUTRAL ZONE

Territorial rights

The Neutral Zone is established by a treaty which ends the Earth/Romulan wars in 2160, and is reaffirmed 51 years later by the Treaty of Algeron. The zone is a strip of space which separates the territories controlled by the two powers; it is one light year across and contains several worlds, including the semi-mythical planet of **Iconia**.

According to the treaty, entering the zone is an act of war, but in practice Federation and Romulan vessels have entered the zone without open conflict. On the rare occasions when a ship has crossed through the zone into enemy space, this has been treated more seriously. Romulan vessels are equipped with cloaking devices, so it is difficult to tell how many are within the zone, but it seems that they make regular incursions.

*For more than a century, the design of Romulan vessels remains the same. The **BIRD-OF-PREY** features a distinctive pattern on its underside.*



*This map shows how the Neutral Zone separates the Romulans from the Federation. **Romii** is another name for the planet **Remus**.*

The Romulans are a careful people, and before mounting a major assault they send forces to test their enemies' resolve. In 2266, a cloaked ship is sent on exactly this kind of mission.




four years, ending in 2160 with a resounding Romulan defeat at the **Battle of Cheron**.

After the end of the war, the Romulans sign a peace treaty which establishes an area of space known as the **Neutral Zone** between the Romulans and the newly formed **United Federation of Planets**. If either party enters the Neutral Zone, this will be considered an act of war. The treaty is negotiated by **subspace** radio, so even though they have been at war, the Earth people and the Romulans never meet face to face.

Late 22nd century

Neither party enters the Neutral Zone for more than 100 years. However, during this time the Romulans develop cloaking technology which prevents their ships from being detected by other vessels.

 The cloaking device gives the Romulans a tactical advantage over Starfleet vessels. This makes Captain Kirk's mission to steal it vital to the Federation's future.




The Guide to the STAR TREK Galaxy


FILE 12 CARD 4

ROMULAN HISTORY



ROMULAN FACTS

 Books which tell the true story of the Romulan schism with Vulcan are illegal on the Romulan homeworlds.

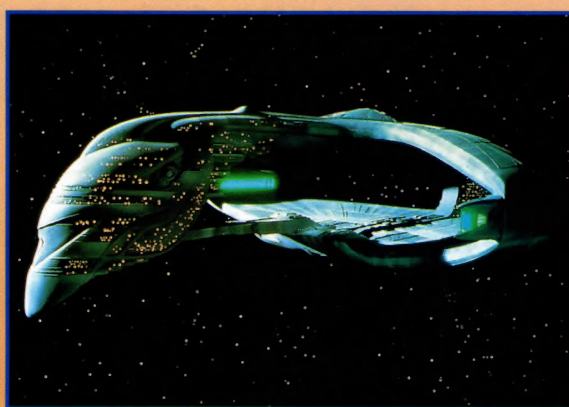
 Senator Pardek meets Spock at the Khitomer peace conference. They form a friendship which lasts for decades, before Pardek is revealed as a Romulan intelligence operative.




In 2266, the Romulans put this technology to the test. A cloaked **Romulan Bird-of-Prey** crosses the Neutral Zone and attacks several outposts to test Federation resolve.

The Romulan vessel is intercepted by the **U.S.S.**

Enterprise NCC-1701 under the command of **James T. Kirk**. There is a close-fought battle, but the *Bird-of-Prey* is eventually destroyed, convincing the Romulans that the time is not right to mount a full-scale attack.



 During the period of isolation that follows the Treaty of Algeron, the Romulans develop a powerful new ship known as the **WARBIRD**.

However, the Romulans have returned to the forefront of Galactic politics. In 2267, they join the Federation and the **Klingon Empire** in a joint

venture to establish a colony on **Nimbus III**, which is known as the **Planet of Galactic Peace**.

Deadly alliance

Shortly afterward, the Romulans form an alliance with the Klingons. This results in a major exchange of technology. The Romulans acquire the designs to the powerful **Klingon D7 battle cruiser** and in return they supply the Klingons with cloaking technology. The Federation responds by sending the *Enterprise* into the Neutral Zone, and Captain Kirk steals a cloaking device from a Romulan vessel.

Relations between the Romulans and the Klingons deteriorate, and the two powers are soon at war. In 2270, the Klingons win a famous victory at the **Battle of Klach D'Kel Brakt**. By the early 2290s, all cooperation between the two Empires is at an end.

In 2293, the Romulans take part in the peace negotiations at **Khitomer**.

In 2311, the Romulan relationship with the Federation takes a decided turn for the worse. In the **Tomed Incident**, Romulan forces take several thousand Federation lives. This leads to the **Treaty of Algeron**, which reaffirms the Neutral Zone and bans the Federation from using

cloaking technology. After this, there is no official contact between the Romulans and the Federation until 2364. However, during this time intermittent conflict between the Romulans and the Klingons continues.

Romulan forces attack a Klingon colony at **Narendra III** in 2344. The intervention of the **U.S.S. Enterprise NCC-1701-C** under the command of **Rachel Garrett** delays the destruction of the base. Many members of Captain Garrett's crew are captured by the Romulans.

In 2346, the Romulans massacre 4,000 Klingons at the colony on **Khitomer**. Behind the scenes, the Romulans continue work to destabilize the Klingon government.

A new threat

Information is sketchy, but at this time the Romulans evidently have some internal difficulties. These appear to have been resolved by 2364, when the Romulans send a ship to investigate unexplained events on the borders of the Neutral Zone. The vessel uncovers evidence of **Borg** activity and encounters the **U.S.S. Enterprise NCC-1701-D**, which has been sent to investigate similar activity on the Federation side of the zone. The ship's commander informs Captain Picard that the Romulans are back.


WAR AND PEACE

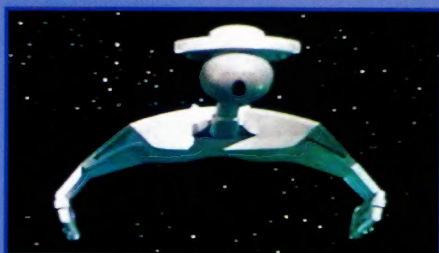
The Romulans, the Klingons and the Federation


The Romulans are one of the three major players in the Alpha and Beta Quadrants, and have borders with the Federation and the Klingon Empire. They often retreat into isolation for extended periods, but have rarely managed to establish serious peace with either of the other major powers.

Typically, the Romulans seek to undermine their enemies through plots and behind-the-scenes maneuvering, but open warfare has erupted on several occasions and the Romulans have suffered serious defeats by both the Federation and the Klingons. They remain a powerful force, however, and over the years they have inflicted heavy casualties on their enemies. This has led to a particularly bitter relationship with the Klingons, who regard Romulans as dishonorable and untrustworthy.


The Federation has learned to respect Romulan strategy, and many of its members still hold out the hope that the Romulans may one day be reunified with their Vulcan brethren. But after 2,000 years of separation, the only method of reunification the Romulans are willing to consider involves the conquest of Vulcan by Romulan forces.

 The Treaty of Algeron prevents the Federation from developing cloaking technology. It can only be loaned by the Romulans.



 An alliance between the Romulans and the Klingons leads to an exchange of technology which leaves both sides much stronger.



 **Sela** claims she is the daughter of a Federation officer from an alternate timeline, who was taken prisoner at **Narendra III**.





STARFLEET ACADEMY

PERSONNEL

STARFLEET ADMIRALS

ADMIRAL HAFTTEL

Admiral Anthony Haftel is a cybernetics scientist who, in 2366, attempts to gain custody of **Commander Data's** android daughter, **Lal**. He feels she should be cared for at the **Daystrom Institute of Technology** on **Galer IV**, under

Starfleet supervision. Although Haftel is acting in what he believes to be Starfleet's best interests, his orders upset Lal. She worries about what will happen to her, demonstrating that, unlike her 'father', she is capable of feeling emotion.

FIRST SEEN: 'The Offspring' (TNG)

ADMIRAL HAYES



In 2375, Admiral Hayes receives a worrying report of **Borg** activity. He mobilizes a **Federation** fleet in the **Typhon Sector**, but chooses not to involve the **U.S.S. Enterprise NCC-1701-E** in the defense.

Hayes is a victim of the **Borg** attack on Earth. When his ship is destroyed, **Captain Picard** takes command of the Fleet.

STARSHIP LOG: STAR TREK: FIRST CONTACT

ADMIRAL HANSON



Admiral J.P. Hanson is an old friend of **Captain Picard**. In 2367, he has the unenviable job of leading the **Federation** defense against the **Borg** at **Wolf 359**. Prior to the actual attack, he had been in charge of **Starfleet Tactical's** effort to develop a defense against the **Borg** threat, but was caught out when the confrontation came sooner, and with more advanced weaponry, than was expected.

Despite his preparations, Admiral Hanson is one of more than 11,000 Starfleet personnel who lose their lives in the battle with the **Borg** at **Wolf 359**.

STARSHIP LOG: 'The Best of Both Worlds', Parts I and II (TNG)

ADMIRAL HAYES

In 2369, Admiral Hayes learns that the **Ferengi** are claiming two of their cargo vessels have been lost to a **Cardassian** ship in

the same sector as the missing **U.S.S. Yosemite**. She realizes this means a worrying buildup of **Cardassian** ships in the area.

STARSHIP LOG: 'Realm of Fear' (TNG)

ADMIRAL THOMAS HENRY

Admiral Thomas Henry visits the **U.S.S. Enterprise NCC-1701-D** in 2367 to investigate a suspected security breach. The investigation is suspended when Henry determines that it is violating the **Federation Constitution's Seventh Guarantee** against self-incrimination.

High-ranking security personnel often have to handle delicate investigations.

STARSHIP LOG: 'The Drumhead' (TNG)



ADMIRAL JAMESON



Admiral Mark Jameson is a celebrated **Starfleet** officer whose career includes command of the **U.S.S. Gettysburg**. In 2319, he frees **Federation** hostages on the planet **Mordan IV**, but it is later discovered that he did a direct weapons-for-hostages deal.

Illegal treatments belie Jameson's advanced age.

STARSHIP LOG: 'Too Short a Season' (TNG)

ADMIRAL HOLT

Admiral Marcus Holt is the commander of **Federation** space station **Deep Space Three** in 2370, and an acquaintance of **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D**. **Federation** starbases can be under the command of officers of several ranks, including commanders, captains, and admirals. The job can call for someone with proven experience, or a younger officer on his or her way up the promotion ladder.

STARSHIP LOG: 'Interface' (TNG)

VICE-ADMIRAL JANEWAY



Vice-Admiral Edward Janeway is a **Starfleet** officer who helps to design and test the prototype ship **Terra Nova**, and also oversees the craft's construction. Sadly, Janeway is killed when the prototype crashes in the **Tau Ceti** system.

Though dedicated to his **Starfleet** duties, he still found time to raise a family. He left two daughters, one of whom, **Kathryn**, becomes captain of the **Intrepid**-class **Federation** starship the **U.S.S. Voyager NCC-74656**. Kathryn remembers her father with great affection.

Edward Janeway's daughter Kathryn carries on the **Starfleet** tradition after her father's death.

STARSHIP LOG: 'Coda' (VOY)



STARFLEET ADMIRALS

ADMIRAL KENNELLY



Admiral Kennelly makes a secret pact with the **Cardassians** to eliminate the **Bajoran** terrorists who he believes are responsible for an attack on a **Federation** colony in 2368; he and the Cardassians agree that the terrorists are their mutual enemy. He plants **Ensign Ro Laren** on the **U.S.S. Enterprise**. However, the plot is uncovered and Kennelly is subsequently imprisoned. The Cardassians had, in fact, staged the attack on the Federation colony themselves.

▲ Even high-ranking Starfleet officers will feel the full weight of the law when they step too far out of line.

STARSHIP LOG: 'Ensign Ro' (TNG)

ADMIRAL KOMACK

Admiral Komack is contacted by the **U.S.S. Enterprise** twice in 2267. The first time is when **Kirk** asks **Lt. Uhura** to ask the admiral for more information about the spores

of **Omicron Ceti III** and their possible effects. Later in the same year, Komack orders the **Enterprise** to head immediately to **Altair VI** to attend an inauguration ceremony.

STARSHIP LOG: 'This Side of Paradise'; 'Amok Time' (TOS)

ADMIRAL MITCHELL

Admiral Mitchell is the **Starfleet** officer in charge of **Starbase 97**. At one time, he was unfortunate enough to serve with **Commander Calvin Hutchinson**, whose fondness

for pedantic small talk has become legendary throughout the Galaxy. Luckily for Mitchell, Hutchinson has since been posted to the Federation's **Arkaria** base.

STARSHIP LOG: 'Starship Mine' (TNG)

ADMIRAL MORROW

Admiral Morrow is the commander of **Starfleet** in 2285, when the **U.S.S. Enterprise NCC-1701** returns from its second encounter with the evil **Khan Noonien Singh**. Morrow orders the **Enterprise**

to be decommissioned, and rejects **Kirk's** request to return to the **Genesis Planet** to search for **Spock**. True to form, **Kirk** takes no notice and steals his old ship, which is lost soon afterward above the planet.



▶ Admiral Morrow enjoys a meal with Admiral Kirk following the latter's return from the Mutara sector and his confrontation with the revenge-seeking Khan. Morrow orders the **U.S.S. ENTERPRISE** to be decommissioned, but Kirk has other ideas.

STARSHIP LOG: STAR TREK III: THE SEARCH FOR SPOCK

ADMIRAL KIRK

Following the return of the **U.S.S. Enterprise NCC-1701** from her five-year mission in 2270, **James Kirk** accepts a promotion to admiral. Following a turbulent 15 years at his new rank, Kirk is downgraded again to captain after he disobeys orders and steals the **Enterprise** to search for **Captain Spock** on the **Genesis Planet** in 2285.

▶ As James Kirk discovers, Starfleet officers can be demoted as well as promoted.

STARSHIP LOG: STAR TREK: THE MOTION PICTURE; STAR TREK II: THE WRATH OF KHAN; STAR TREK III: THE SEARCH FOR SPOCK; STAR TREK IV: THE VOYAGE HOME

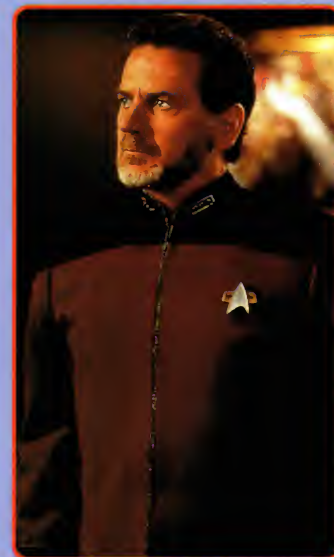


ADMIRAL LEYTON

Admiral Leyton is reunited with **Ben Sisko**, his former Executive Officer on the **U.S.S. Okinawa**, when Sisko is appointed acting chief of **Starfleet Security** because of his experience with the **Dominion**. Unfortunately, Leyton turns out to be a power-hungry potential dictator: he exaggerates the **Dominion** threat, and wants to instigate a form of martial law on Earth. He engineers a planetwide power cut, but Sisko is able to talk him out of his mad plans.

▶ Leyton bestowed his knowledge of leadership on Ben Sisko during their time on the **U.S.S. OKINAWA**.

STARSHIP LOG: 'Paradise Lost'; 'Home Front' (DS9)



ADMIRAL MCCOY



Leonard H. McCoy has a long and distinguished **Starfleet** career, and is best remembered as a Chief Medical Officer aboard the first two incarnations of the **U.S.S. Enterprise** under **Captain James T. Kirk**. After Kirk's retirement, McCoy rises through Starfleet to attain the rank of admiral.

In 2364, at the age of 137, he comes aboard another **Starship Enterprise**; although retired by this time, he makes an inspection of the new **Galaxy-class U.S.S. Enterprise NCC-1701-D** prior to its maiden voyage to **Farpoint Station**.

▶ Admiral McCoy gives many long years of dedicated service to Starfleet, most of them as a Chief Medical Officer.

STARSHIP LOG: 'Encounter at Farpoint' (TNG)

FILE 38 THE BORG FLEET

The Borg Cube: Interior

The *Borg cube* is one of the most terrifying vessels ever encountered by Starfleet. The interior of the ship is enormous, and incredibly functional. The Borg have no need for comfort; their ship contains only what it needs to operate effectively.

The *Borg cube* is a case study of form following function. It is generalized and decentralized in its design, with no discernible bridge or central command area, no one specific engineering section, and no living quarters or recreational areas such as those found on **Federation** starships.

Information on Borg vessels is limited and is based on a few reconnaissance missions mounted during the Borg invasion of 2266, the limited memories of **Captain Jean-Luc Picard**, who was once assimilated, and on the examination of a damaged *Borg cube* found by the *U.S.S. Voyager NCC-74656* in the **Delta Quadrant**.

The interior design of the *Borg cube* is as functional as its exterior. Life support systems

Labs inside the Borg cube are used to assimilate captives. The process involves grafting a series of mechanical parts on to the captured organic life form.

maintain a breathable atmosphere and gravity, even though Borg drones can function in the hard vacuum of space. Layer upon layer of catwalk-type structures fill the enormous interior chamber from floor to ceiling. These passageways are lined with stacks of gray equipment racks and slotted compartments in which individual Borg drones are stationed.

Sleeping army

Thousands upon thousands of drones are stored in these alcoves, awaiting instruction. Each individual slot is designed for a specific Borg, and that particular Borg forms a



connection to the rest of the ship through an armrest interface device. It is through the biologic and technological integration with the vessel that houses them that these individual Borg are, together, able to form the gigantic

The BORG CUBE is considerably larger than any Federation starship. It has a generalized design, with no bridge or command center.

The complex exterior conceals several different kinds of weapon, including cutting beams and massively powerful directed-energy weapons.

The Borg ship is able to repair massive damage at great speed.

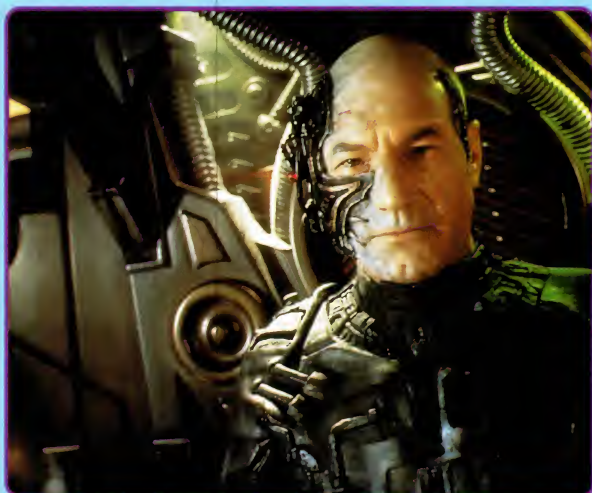
THE BORG CUBE

Type:	Borg hive ship
Crew:	'Thousands' of Borg
Propulsion:	Impulse and transwarp
Features:	Operates as part of the Borg collective

The Borg Cube contains at least one smaller vessel, a Borg sphere, which can be used to enable the Queen to escape.



The Borg Cube: Interior



▲ In 2266, the Borg use an assimilation facility deep within the **BORG CUBE** to transform the captive Jean-Luc Picard into 'Locutus of Borg'.

hive mind known as the **Borg collective**.

The majority of the drones remain in their stations, although several small groups move around the ship performing necessary operations. The drones will not respond to intruders unless they are perceived as a threat.

A separate section of the Borg ship houses the nursery. Here, contained in smaller horizontal slots, not unlike drawers in a bureau, are infant Borg in various stages of assimilation. Some Borg are apparently born as completely biological life forms, though it is conceivable that the Borg capture infants. Almost immediately after birth, the Borg begin to fit these young children with artificial implants. The Borg have developed the technology to link artificial intelligence directly into a humanoid brain. The

technology required to produce this kind of interface is far beyond the capabilities of Federation science.

Somewhere deep within the the ship is a facility where captured life forms are assimilated. It is to such a facility that Captain Picard is taken when he is abducted by the collective and turned into **Locutus of Borg**. This facility contains a metal pallet where the life form is restrained, and a number of probes and surgical instruments. Borg machinery is implanted into the subject, overwriting DNA and recreating the subject in the Borg image.

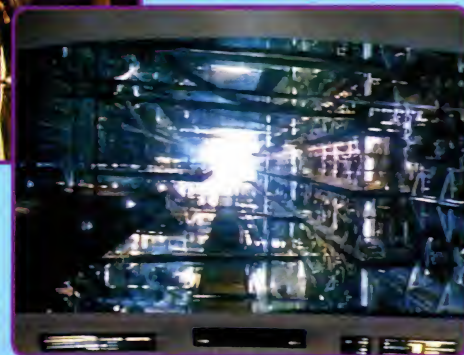
The interior of the entire vessel is dimly lit by human standards. Round yellow lights are built into panels above the walkways and cast a dull, monochromatic glow over the whole of the interior. There are also lighted floor grates along portions of the labyrinth-like walkways that are constantly patrolled by Borg drones.

Despite the Borg's machine nature, elements



▶ Starfleet's first sight of the interior of a **BORG CUBE** comes when Commander Riker leads an away team on a reconnaissance mission. They discover thousands of Borg, stationed in alcoves.

▼ The interior of the **BORG CUBE** makes no concessions to the comfort of the crew. The ship is filled with miles of corridors, each of which are filled with stations for inactive Borg drones.



of the design of the *Borg cube* are distinctly organic. Some structures are circular, and others form vast curved pillars.

Within the *cube*, there are a series of major power waveguide conduits which allow the Borg to work collectively as they perform a variety of ship's functions. The decentralized power systems of the Borg ship make it impossible to eliminate or sabotage enough of the nodules to stop a Borg attack. However, damaging or destroying these nodules can cause a pause in their attack and allow some precious time for strategic maneuvering.

Living vessel

The biological and artificial interface of the Borg collective has many advantages. The Borg collective is literally able to think what it wants to do and the ship instantly accomplishes it. The Borg and the *cube* are therefore capable of repairing, and actually regenerating, major damage to the ship almost immediately.

The Borg collective consciousness is divided into numerous subcommands necessary to carry out all the functions of the ship – communications, defense, navigation, and so on. All of these commands are themselves controlled by a root command implanted in each individual Borg.

It seems possible that the Borg ship is as much a part of the collective as any individual Borg. It certainly contains equipment necessary for the collective to function normally. Neural transponders on the *cube* connect the individual Borg by a continuous neuroelectric field (created by a powerful series of generators) that is capable of regenerating damaged organic and inorganic body parts. This neuroelectric field is essential to maintaining the collective. Without it, Borg drones regain their individual senses of identity. The generators also seem to be necessary for the functioning of some of the Borg's mechanical components.

BORG HIVE

Endless corridors

Each **BORG CUBE** can also be regarded as a Borg hive. Thousands of drones live in corridors throughout the massive vessels, and it is possible that deep within the vessel is a Queen that they serve. Individual drones connect themselves to alcoves, and several facilities on board the ship allow the Borg to assimilate other life forms, to raise infants, and to orchestrate tactical operations. Visiting the *CUBE* is a surprisingly easy operation, as the Borg rarely regard small groups as a threat.



▲ Small rooms can be found throughout the **BORG CUBE**. This one contains a nursery, where partially assimilated babies are kept.

▶ The **BORG CUBE** is made up of a labyrinth of corridors, filled with alcoves. These alcoves are used by Borg drones to connect to the whole when they are not needed.



Captain Kirk and the Klingons

Captain Kirk has a long history of involvement with the Klingons. As a young man he is in the front line of the cold war with the Empire and, as he approaches retirement, he plays a pivotal role in the peace negotiations at Khitomer.

While he is Captain of the **U.S.S. Enterprise NCC-1701**, **James T. Kirk** is involved in some of the most significant events in the history of **Federation** and **Klingon** relationships. One of the most important occurs in 2267, when negotiations between the two great powers break down. Kirk is ordered to prevent **Organia**, a strategically important and apparently primitive planet, from falling into Klingon hands. Kirk has no doubts about the value of his orders. He has already seen what happens on worlds

that have been conquered by the Klingons, and he is appalled by it. Klingon governors regularly take planetary leaders prisoner and impose severe laws on their new subjects. Any resistance is met with brutality and mass executions.

Another warrior

The Organians refuse Kirk's offer of help, and he and **Spock** are trapped on the planet. They begin to sabotage the Klingon operation, but are soon uncovered.

The Klingon governor, **Kor**, knows of Kirk and is impressed by him. He sees

General Chang is a warrior through and through. His meeting with Kirk, whom he considers a fellow warrior, is a high point in his life. Chang is not at all pleased by the prospect of peace with the Federation.



KIRK VS KLINGONS

2267 Kirk dispatched to Organia

2267 Klingons foiled at Capella IV

2267 Klingons foiled at K-7

2268 Kirk and Hang defeat entity

2268 Klingons try to protect access to dilithium on Trojius

2269 Kirk meets re-creation of Kahless

2285 Kruge responsible for death of Kirk's son; forces Kirk to destroy the **U.S.S. Enterprise NCC-1701**

2286 Kirk wanted for crimes against the Klingons

2293 Kirk exposes plot to disrupt peace conference on Khitomer

"I've never trusted Klingons, and I never will. I can never forgive them for the death of my boy."

— Captain Kirk

the Captain as a noble adversary, someone whom it would be an honor to meet in battle. The Organians subsequently

reveal themselves to be powerful superbeings and impose the **Organian Peace Treaty** on the Federation and the Klingon

Empire. Kirk and Kor unite in their defense of self-determination, leading the Organians to remark that they are remarkably similar and that the two opposing forces will one day be fast friends.

Although Kirk believes that he and the Klingons are not at all alike, he accepts that eventually there will be peace between them. Indeed, at this stage of his career, Kirk seems to give the Klingons a certain amount of respect.

Over the following years, Kirk is involved with various incidents in the unspoken war with the Klingons. On **Capella IV**, he foils their plans to establish a mining operation. At **Deep Space Station K-7**, he uncovers a plot to poison grain destined for **Sherman's**

TAKING THE FIRST STEPS TO PEACE



★ **Klingon rules**
Kor is a classic Klingon military governor. When he thinks that Kirk is an Organian, he reads him a long list of rules. Little does he realize that the Captain knows all about Klingon occupations.



★ Something in common

For all their differences, Kor and Captain Kirk are remarkably similar. They are both accomplished officers and tacticians, and share a strong sense of honor and humor.

★ True nature

The Organians grow tired of what they consider the small-minded behavior of the Federation and the Klingons. They then reveal their true selves: non-corporeal beings of pure energy.





★ **Guilty?**
Kirk has never been popular with the Klingons. After he destroys the **ENTERPRISE** with Klingons on board, he is accused of murder, even though they attacked him.



discover thousands of Borg, stationed in alcoves.



▲ In 2266, the Borg use an assimilation facility deep within the **BORG CUBE** to transform the captive Jean-Luc Picard into 'Locutus of Borg'.



▼ The interior of the **BORG CUBE** makes no concessions to the comfort of the crew. The ship is filled with miles of corridors, each of which are filled with stations for inactive Borg drones.

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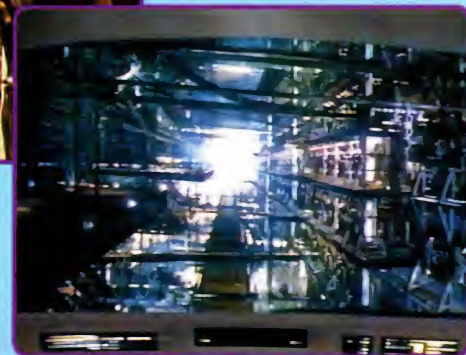
A separate section of the Borg ship houses the nursery. Here, contained in smaller horizontal slots, not unlike drawers in a bureau, are infant Borg in various stages of assimilation. Some Borg are apparently born as completely biological life forms, though it is conceivable that the Borg capture infants. Almost immediately after birth, the Borg begin to fit these young children with artificial implants. The Borg have developed the technology to link artificial intelligence directly into a humanoid brain. The

technology required to produce this kind of interface is far beyond the capabilities of Federation science.

Somewhere deep within the the ship is a facility where captured life forms are assimilated. It is to such a facility that Captain Picard is taken when he is abducted by the collective and turned into **Locutus of Borg**. This facility contains a metal pallet where the life form is restrained, and a number of probes and surgical instruments. Borg machinery is implanted into the subject, overwriting DNA and recreating the subject in the Borg image.

The interior of the entire vessel is dimly lit by human standards. Round yellow lights are built into panels above the walkways and cast a dull, monochromatic glow over the whole of the interior. There are also lighted floor grates along portions of the labyrinth-like walkways that are constantly patrolled by Borg drones.

Despite the Borg's machine nature, elements



of the design of the *Borg cube* are distinctly organic. Some structures are circular, and others form vast curved pillars.

Within the *cube*, there are a series of major power waveguide conduits which allow the Borg to work collectively as they perform a variety of ship's functions. The decentralized power systems of the Borg ship make it impossible to eliminate or sabotage enough of the nodules to stop a Borg attack. However, damaging or destroying these nodules can cause a pause in their attack and allow some precious time for strategic maneuvering.

Living vessel

The biological and artificial interface of the Borg collective has many advantages. The Borg collective is literally able to think what it wants to do and the ship instantly accomplishes it. The Borg and the *cube* are therefore capable of repairing, and actually regenerating, major damage to the ship almost immediately.

The Borg collective consciousness is divided into numerous subcommands necessary to carry out all the functions of the ship – communications, defense, navigation, and so on. All of these commands are themselves controlled by a root command implanted in each individual Borg.

It seems possible that the Borg ship is as much a part of the collective as any individual Borg. It certainly contains equipment necessary for the collective to function normally. Neural transponders on the *cube* connect the individual Borg by a continuous neuroelectric field (created by a powerful series of generators) that is capable of regenerating damaged organic and inorganic body parts. This neuroelectric field is essential to maintaining the collective. Without it, Borg drones regain their individual senses of identity. The generators also seem to be necessary for the functioning of some of the Borg's mechanical components.

BORG HIVE

Endless corridors

Each **BORG CUBE** can also be regarded as a Borg hive. Thousands of drones live in corridors throughout the massive vessels, and it is possible that deep within the vessel is a Queen that they serve. Individual drones connect themselves to alcoves, and several facilities on board the ship allow the Borg to assimilate other life forms, to raise infants, and to orchestrate tactical operations. Visiting the **CUBE** is a surprisingly easy operation, as the Borg rarely regard small groups as a threat.



▲ Small rooms can be found throughout the **BORG CUBE**. This one contains a nursery, where partially assimilated babies are kept.

◀ The **BORG CUBE** is made up of a labyrinth of corridors, filled with alcoves. These alcoves are used by Borg drones to connect to the whole when they are not needed.



FILE 43 STARFLEET PERSONNEL

Dr. Katherine Pulaski

Chief medical officer aboard the *U.S.S. Enterprise NCC-1701-D* in 2365, Dr. Katherine Pulaski is a dedicated doctor with a somewhat abrasive personality. She has a passion for medicine, a quick mind, and a sharp tongue.

Dr. Katherine Pulaski comes aboard the *U.S.S. Enterprise NCC-1701-D* in 2365 to replace Dr. Beverly Crusher, who has left to take up a post as head of **Starfleet Medical**.

Pulaski is an accomplished doctor who has served on the *U.S.S. Repulse NCC-2544* and, earlier in her career, wrote 'Linear Models of Viral Propagation', which is the standard text on the topic. She is an expert heart surgeon.

Dr. Pulaski often becomes very involved with her patients, and her compassion is one of her greatest attributes. The doctor is fond of saying that when her patients hurt, she hurts. She's been known to prescribe 'PCS' – Pulaski's Chicken Soup – to patients with a cold. She is an innovative and experienced doctor and is even familiar with old-fashioned treatments such as splints.

For all her scientific knowledge and confidence, Dr. Pulaski worries that someday a transporter will scatter her molecules across the Galaxy, and she prefers to travel primarily

on shuttlecrafts; in fact, she uses one when she transfers to the *Enterprise*.

She has been married three times and remains on good terms with all of her former husbands. One of her most significant relationships is with **Will Riker's** father, **Kyle**, whom she cared for after he was nearly killed in a **Tholian** attack in 2353. She had never seen anyone fight so hard for his life. The two fell in love and she would have married him "in a cold minute" if he'd asked her to. But the often stubborn and arrogant **Kyle Riker** never did.

New posting

When Dr. Pulaski heard of an opening on the *Enterprise*, she put in a request for a transfer at once. She is an admirer of **Captain Jean-Luc Picard**, and is well acquainted with his service record. **Captain**

PROFILE ON PULASKI

NAME: Katherine Pulaski

MARITAL STATUS: Married three times; now single

CAREER PATH: Joins the crew of the *U.S.S. Enterprise NCC-1701-D* in 2365 as a replacement for Dr. Beverly Crusher. Pulaski leaves when Dr. Crusher returns after one year.

REMARKS: Pulaski's style may be different, but her commitment to healing and comforting the sick is extraordinary. She will often recommend simple 'PCS' (Pulaski's Chicken Soup) as a remedy.

FIRST SEEN: 'The Child' [TNG]



▲ When Pulaski transfers to the *U.S.S. ENTERPRISE*, the differences between her and former chief medical officer Beverly Crusher become apparent. But she soon warms to the crew, as they do to her.

Taggart of the *Repulse* thinks very highly of her, and claims he would have given her a shuttlecraft if it would've kept her aboard

his ship. However, he knows that she can be very stubborn and that once her mind is made up there is little chance of changing it.

This stubbornness can be one of Pulaski's greatest weaknesses, and she has been known to put herself in danger when she is



▶ Pulaski has a relationship with **Kyle Riker** early in her career. She regrets not marrying him at the time, later saying she would have done so "in a cold minute."

▶ The poker game is a regular occurrence on the *ENTERPRISE*. Pulaski joins the game from time to time, and tries to teach **Data** about the intricacies of human interaction.

▶ When she initially comes aboard the *ENTERPRISE*, Pulaski considers **Data** an 'it' rather than a 'he'. It takes her a while to make the distinction between man and machine, but she does learn.



▶ Pulaski earns the respect of **Worf** when she diverts from the truth in her explanation to the **Captain** of his illness, one he would be ashamed of having – a Klingon version of the measles. A grateful **Worf** invites her to a Klingon tea ceremony.

OTHER CARDS IN THIS FILE...

27 CAPTAIN PICARD

31 DR. BEVERLY CRUSHER

SEE OTHER FILES...

STAR TREK:
THE NEXT GENERATION...File 69
MEDICAL FACILITIES.....File 65

Dr. Katherine Pulaski

"Dr. Pulaski's greatest medical skill is her empathy."

—Deanna Troi

absolutely convinced that she is right about something.

Initially, Captain Picard and Dr. Pulaski don't find it easy to get along. They both have strong personalities, and often find themselves on different sides of an argument. The Captain always tries to take a rational overview of the situation, while Dr. Pulaski tends to advocate the most compassionate course of action, even if it may seem unwise. It takes the two officers a while to establish a good working relationship, and for some time Dr. Pulaski feels that their conversations tend to degenerate into arguments. Dr. Pulaski's commitment to her profession is admirable, but Picard worries that her consuming dedication can interfere with her judgment, and he is annoyed by her tendency to interrupt him. However, over time they come to appreciate one another's strengths.

Dr. Pulaski also takes some time to fully appreciate **Data**. At first she simply assumes that he is a machine, but as she spends time with him, she begins to appreciate that he is as complex as any

human being. She takes some pleasure in instructing him about human behavior. His responses often surprise her, and she suspects that the android possesses something closer to emotions than he himself realizes.

Earning respect

Counselor Deanna Troi has a different perspective on the doctor, with whom she forms a strong relationship. Almost as soon as Dr. Pulaski arrives on the *Enterprise*, Deanna is impregnated by an unknown alien life form, and Dr. Pulaski is an understanding and sympathetic physician. Later, the

▶ *Dr. Pulaski is a leading heart surgeon. But when Captain Picard needs surgery to replace his artificial heart he travels to STARBASE 515, to avoid appearing too human to his crew. When things go wrong, Pulaski rushes to his rescue.*



◀ *A good doctor will confess to not having medical expertise in every alien race. When Dr. Pulaski has to deal with an Antican, she must improvise and act strictly on instinct. An experienced doctor like Pulaski is a good bet in any situation.*



▶ *As chief medical officer, Dr. Katherine Pulaski partakes in all senior staff meetings and briefings. She often argues for compassion over reason, but Picard values her opinion.*



RISK TAKER

A doctor's touch

Any good doctor must possess several key qualities: knowledge, compassion and skill, to begin with. Dr. Katherine Pulaski possesses all of these, plus an uncommonly good bedside manner. Her patients end up respecting her, not just for her skill, but for her humanity and understanding.

There are almost no lengths Dr. Pulaski won't go to in the pursuit of healing. Initially, she ruffles a few feathers, but this is mostly down to her uncompromising attitude; when others finally see this, their opinion of her invariably rises. The doctor is not without her faults, though: she takes a while to accept Data as a person and not just a machine.

▶ *Because Data is an android and therefore unable to contract illnesses, he can join Dr. Pulaski on a mission aboard the SAKHAROV shuttle to find out if the children from the Darwin Genetic Research Station have a deadly aging disease.*



▶ *To perform operations, the doctor must don the appropriate sterile attire, such as this outfit.*



counselor and Dr. Pulaski are responsible for saving Commander Will Riker's life after he is accidentally wounded by an indigenous plant during a planetary survey. Deanna has never met a more dedicated physician with such passion for her work.

Good friend

Dr. Pulaski is fiercely dedicated to her crewmates and is conscious of their emotional needs. On one occasion, when **Worf** contracts the **Klingon** version of the measles, she informs the captain that Worf is suffering from the effects of fasting, to save the proud Klingon the embarrassment of admitting he has a childhood illness. In thanks, Worf treats her to the Klingon tea ritual. Her consideration extends to the Captain: when he is scheduled for routine replacement of his

▶ *Pulaski becomes involved in a challenge with Data after he solves the holodeck's Sherlock Holmes stories too easily. Geordi is to program a computer-generated story.*

▶ *When Pulaski contracts a fatal aging disease, the only thing that can save her is the transporter – the very thing she loathes. The experiment works, and she is returned to normal.*

artificial heart, Dr. Pulaski is willing to keep his 'weakness' secret from the crew.

Although she only spends a year on board the *U.S.S. Enterprise*, Katherine Pulaski is a valued member of the crew, and proves herself to be an excellent replacement for Dr. Crusher.



23rd Century Medical Instruments: Part 2

A starship doctor is often required to perform complex operations in the field without access to his or her sickbay. In these circumstances, several medical devices can prove invaluable. The **medical tricorder** is almost always used on landing party duty, and the **biocomputer** can be used to establish a temporary lab away from the ship.

Portable medical instruments have long been an essential part of a starship doctor's equipment. When away from the ship, medical officers carry advanced surgical instruments, but without powerful diagnostic tools these are useless.

On a starship, the sickbay, with its **biobeds** and medical scanners, provides all the facilities a doctor could need, but when a quarantine situation prevents medical personnel from accessing the sickbay, other tools may be

required. The most powerful of these is the portable **biocomputer**.

This device is normally kept in sickbay but in emergencies can be taken into the field. The biocomputer is an essential element of the portable medical lab. It provides invaluable computational power in the detailed analysis of samples, and can be used to formulate the composition of antidotes and treatments. It is normally used in conjunction with a portable microscope, and is most useful when linked to the ship's main computers by a standard

Starfleet communicator.

Unfortunately, the biocomputer has serious limitations: without access to the main computers, it is incapable of calculating the precise information often needed to determine the correct dosage for untested preparations.

Standard Issue

Landing party duty does not normally force doctors to establish a portable sickbay; in most cases all the information they need can be provided by the **medical tricorder**. From the outside, this is identical to

the standard tricorder. However, this relatively small portable device has been specially adapted to provide detailed medical information. The display can even be configured to duplicate the life sign monitor that is normally seen above a biobed. In the field, the medical tricorder can provide instant analysis of any life form, showing the severity and extent of any injuries, and can provide information about heart rate, blood pressure and so on.

The medical tricorder's sensors can provide internal scans, allowing personnel to see whether a species

BIOCOMPUTER

1 PORTABLE UNIT The biocomputer is a fairly small and thus portable unit. It is not as powerful as the ship's main computers, but with the aid of a communicator the biocomputer can be linked with shipboard systems, making it ideal for use on away missions.

The biocomputer can be removed from sickbay and used in the field. In this case, it is supported by several other field instruments.



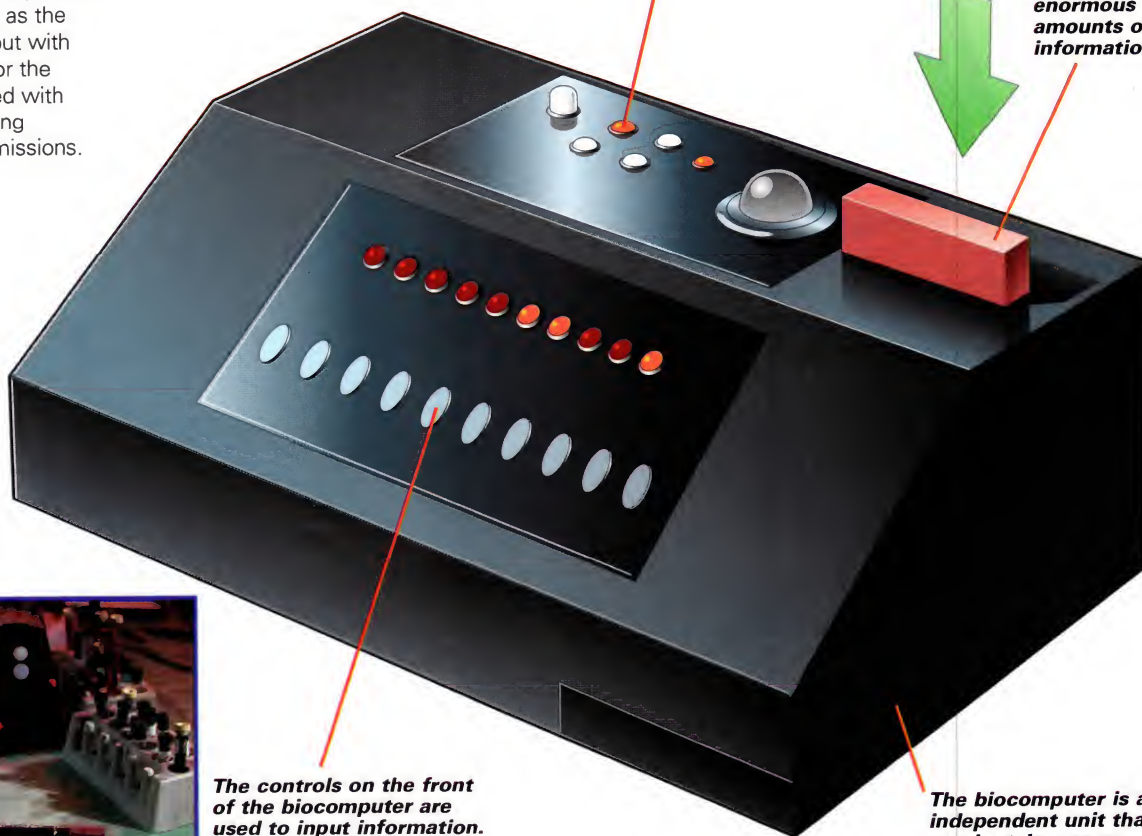
The controls on the front of the biocomputer are used to input information. This is often provided by the ship's more powerful main computer banks.

The lights on the top of the biocomputer indicate that it is at work.

The biocomputer uses standard 'disks' to store and retrieve enormous amounts of information.



The biocomputer is an independent unit that can be taken away and used on missions.



23rd Century Medical Instruments: Part 2

possesses certain organs, and even if individuals have internal scar tissue as a result of operations.

In the event of death, the medical tricorder can provide limited post mortem information,

allowing a doctor to make a quick assessment of any potential medical dangers.

The medical tricorder operates entirely independently of the ship's computer; it stores a massive library of information on small

palm-sized disks. More data can be gathered by the tricorder's internal sensors. Unlike the standard tricorder, the medical tricorder also uses a portable handheld scanner to collect supplementary information. This small scanning

device is ideal for examining life forms in detail. Data from the tricorder is sufficiently detailed to allow a skilled operator to use it as a lie detector, though the analysis of this kind of information is obviously open to interpretation.

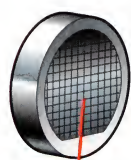
MEDICAL TRICORDER

The small screen can provide an enormous amount of information.



A small handheld scanning device is used in conjunction with the medical tricorder.

1 STANDARD ISSUE The medical tricorder is an essential part of a starship doctor's field equipment. It is almost always carried on landing party duty, and has undoubtedly saved thousands of lives.



The tricorder uses disks to record and store information.



The sensor array is used to collect data in the field.

The top of the tricorder rotates to reveal the controls and readout.

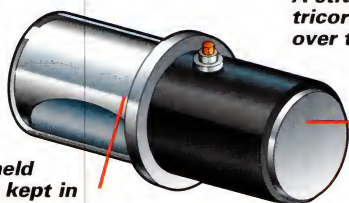
These six buttons (two are hidden from view by the side of the unit) control the tricorder.

A speaker provides an audible report of the tricorder's findings.

2 PORTABLE DEVICE When it is closed, the medical tricorder appears identical to a normal tricorder. It is easily portable and can be carried by means of a shoulder strap.

The medical tricorder is constructed from materials that prevent it from being easily damaged.

A strap allows the tricorder to be carried over the shoulder.



The scanning unit gathers detailed information on organic subjects.

The handheld scanner is kept in the tricorder case.



◀ The normal shipboard medical displays can be replicated on the medical tricorder, allowing ship's doctors to instantly gather vital information on their patients or any unusual life forms they may encounter.





'Errand of Mercy'

When war breaks out between the United Federation of Planets and the Klingon Empire, vast destruction seems inevitable. The first conflict centers around the strategically important planet **Organia** and its peaceful and apparently primitive inhabitants.

CAPTAIN'S LOG
STARDATE 3198.4

"We have reached **Organia** and established standard orbit. No signs of hostile activities in this area."

The **U.S.S. Enterprise NCC-1701** receives an urgent message from **Starfleet Command** – negotiations with the **Klingons** are breaking down, and **Kirk** is to take his ship to the strategically important planet **Organia** and prevent it falling into Klingon hands. Suddenly, **Sulu** detects another vessel, which fires on the **Enterprise**. Kirk fires back, destroying the attacker; then **Lieutenant Uhura** receives another message from Starfleet. They are at war.

When the **Enterprise** arrives at **Organia**, Kirk and **Spock** beam down to the surface. Sulu is left in charge of the ship, with strict orders to leave if the Klingon fleet arrives.

Organian society seems to be roughly equivalent to that of Earth's medieval period. The people pay little attention to their visitors, but a man, **Ayelborne**, appears and greets them, saying he is the chairman of the council of elders. He leads Kirk to the council chamber, while Spock looks around the town.

Kirk tells the council about the Klingons, explaining that they are a military dictatorship and that life under them will be extremely unpleasant. He then offers the **Organians** the **Federation's** protection. As the council discusses Kirk's offer, Spock arrives. He tells the Captain that there is no evidence of any progress on the planet for thousands of years.

The council has had no trouble reaching a decision and politely declines Kirk's offer; even when the Captain offers them technological help and education, they remain completely uninterested.

Brutal invaders

Sulu contacts Kirk to tell him that the **Enterprise** is under attack by Klingon ships, and Kirk orders him to leave. One of the council members, **Trefayne**, reports that there are eight ships in orbit and that they are beaming down large parties of armed men. The council acts to protect Kirk and Spock; the **Organians** give the Federation officers local clothing, and hide their equipment. Because Spock will not pass for an **Organian**, he decides to pose as a **Vulcan** merchant.

The Klingon leader, **Kor**, arrives in the council chamber and announces that he is the new military governor of **Organia**. The

ON SCREEN...



1 Kirk has only just learned that negotiations with the Klingons are failing when the **U.S.S. ENTERPRISE** is attacked by a Klingon cruiser.



2 The inhabitants of **Organia** seem to be a simple people. There is little evidence of technology, and the society seems to resemble that of medieval Europe.



3 **Ayelborne** greets Kirk and Spock. Like the other **Organians**, he is unsurprised by their arrival, and leads them to the council chamber.



4 **Kor** arrives and declares himself military governor of **Organia**. Only Kirk offers him any resistance; the **Organians** accept all of the Klingons' demands with a smile.



5 Unwilling to trust the peaceful council members, **Kor** makes 'Baroner' his liaison. The disguised Captain Kirk will be responsible for relaying **Kor's** orders.



6 Kirk and Spock decide to give the peaceful **Organians** an example of resistance tactics. They steal a sonic grenade and blow up a supply dump.



Errand of Mercy

council tell him that Kirk's name is **Baroner**. Despite Spock's cover story, Kor instantly suspects him and orders him to be taken away for interrogation. When Kirk objects, Kor is pleased to find some resistance among the passive Organians; he doesn't like their constant smiling and willingness to comply with the Klingon rules, and makes 'Baroner' his liaison.

In his headquarters, in an old castle, Kor fills Kirk in on all the new laws, and as they are talking the guards bring Spock back. The Klingon mind probes have failed to penetrate the Vulcan's story. Kor lets him go, and sends Kirk back to the council.

Kirk and Spock decide that the Organians need an example of how to resist, and that night they blow up a munitions dump. The Starfleet officers then return to the council and try to persuade the elders to offer resistance to the invaders, but Ayelborne only begs them not to do anything violent again.

Captured by Kor

Kor has been spying on the council, and now knows Kirk's true identity. He takes Kirk and Spock prisoner and demands that the Captain tell him about the dispersal of the Federation fleet. Kirk refuses, and Kor gives him 12 hours to reconsider before he uses the mind probes, which will probably reduce the captain to a mental vegetable.

Escaping from the Klingon prison is impossible, but after six hours the door swings open to reveal Ayelborne. He explains to Kirk and Spock that the Organians can't let the Klingons hurt them, and leads them back to the council chamber. Inexplicably, they don't encounter a single guard.

When Kor discovers that his prisoners are missing, he kills 200 Organians and announces that he will kill more until Kirk and Spock are handed over to him.

Ayelborne tells Kirk and Spock nothing has changed, but the two men are determined to stop Kor, and force the council members to give them their **phasers**. As the two officers leave, the council members shake their heads. The visitors are brave, but violent, and must be stopped.

That night, Kirk and Spock mount an attack on the Klingon stronghold and manage to make their way to Kor's office. Kor tells them that a Federation fleet is on its way, and that all Klingons are always under surveillance. To prove his point, a group of guards walk in. But before the guards can attack, all the weapons in the room suddenly become unbearably hot, and both sides are

forced to drop them. The same thing is happening aboard the orbiting ships.

Ayelborne and Trefayne arrive, and say they cannot allow violence. Kirk and Kor argue that they have the right to self-determination, but Ayelborne insists that he will stop the war. Meanwhile his image is appearing before the Federation and Klingon leaders, and he is telling them that

if they do not agree to cease hostilities, the Organians will leave their military forces paralyzed. No one has died on Organia; in fact, the Organians are not even humanoid. As he speaks, the Organians turn into glowing balls of energy and disappear.

Kirk and Kor are left staring at a blank space. There will be no war; a shame, Kor says. It would have been glorious.

ON SCREEN...



7 *Kirk and Spock cannot see any way of escaping from the Klingon prison, but Ayelborne seems to have walked right past the guards to rescue them.*



8 *The Starfleet officers beat the odds and break into Kor's fortress, determined to stop the execution of innocent Organians.*



9 *Kor is under observation and an armed party of guards comes to rescue him, but suddenly everyone's weapons become too hot to handle.*



10 *On the U.S.S. ENTERPRISE, all the consoles also become too hot to use. Exactly the same conditions exist on the Klingon ships.*



11 *Kirk and Kor listen in amazement as the Organians explain that they cannot allow them to fight. Both men argue that this is intolerable interference.*



12 *The Organians return to their natural state, which is pure energy. Spock believes that they are as far above man as man is above the amoeba.*

STARSHIP FACTS

When Kirk and Spock begin their attack on Kor's fortress, Spock calculates that the odds against success are approximately 7824.7 to 1.



'Maneuvers'

The crew of the *U.S.S. Voyager NCC-74656* thought they had seen the last of Seska when they unmasked her as a **Cardassian** spy. But Seska is alive and well. She has joined the vicious **Kazon Nistrim**, and plans to capture *Voyager* and its powerful technology.

'MANEUVERS'

"I let her join the Maquis. I took her into my confidence. I even got intimately involved with her."

— Chakotay on Seska

The *U.S.S. Voyager NCC-74656* has been hailed by a beacon sending a **Federation** signal – using a code that wasn't scheduled to come into use until a month after *Voyager* was lost in the **Badlands**.

The crew find the beacon in a cloud of ionized hydrogen, which interferes with the sensors. Because they don't want to beam an unknown object aboard or enter the cloud, they lock a tractor beam on to the beacon. Suddenly, a **Kazon** ship emerges from the hydrogen cloud and fires on *Voyager*. Warp engines are soon offline, and the Kazon are somehow able to match the frequency of *Voyager's* shields. A gap begins to open in the shields, and the Kazon launch a small ship, which flies through the hole in the shields and crashes into Deck 4.

Daring raid

The Kazon are now on board *Voyager*. They hurry to transporter room 2, and **Tuvok** arrives just in time to see them beam away with a transporter module. When they have gone, the transporter is dead.

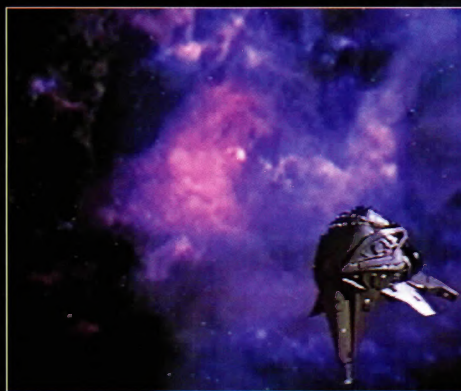
Janeway locks a tractor beam on the larger Kazon ship before it can go to warp. The Kazon hail them, and although **Maje Culluh** of the **Kazon Nistrim** is in charge, he has a powerful advisor – **Seska**. She has changed her features so they look more **Cardassian**, and she is as cunning as ever, using the **Kazon Raider's** deflector shields to create a feedback loop which breaks the tractor beam. The *Voyager* crew watch helplessly as the Kazon go to warp.

Janeway is determined to pursue the Kazon, but can't do anything until the small 'torpedo ship' has been removed from *Voyager's* side. As they begin work, **Chakotay** reports that Seska is trying to lure them into a trap: after a brilliant attack, she's left a very obvious warp trail. If they're going to fight her, they will have to change their tactics.

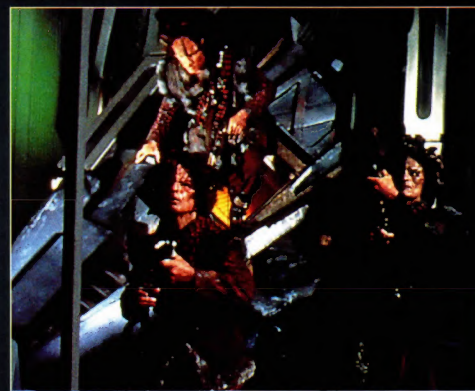
Meanwhile, Culluh has called a meeting with **Maje Haron** of the **Kazon Relora**. He is trying to persuade Haron to join him in an attack on *Voyager*.

B'Elanna has worked out a way of detecting the stolen module and suggests that, if they can get in close enough, they can simply beam it away. Chakotay is sure that Seska will have found a way of masking

ON SCREEN...



1 A **KAZON RAIDER** emerges from the hydrogen cloud which masked it from the *U.S.S. VOYAGER's* sensors.



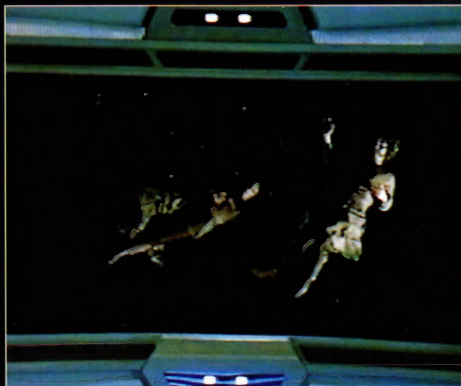
2 Seska's brilliant plan has allowed a small Kazon party to board the badly damaged *VOYAGER*.



3 Because *VOYAGER* can't go to warp with the Kazon torpedo ship sticking out of the hull, Harry and B'Elanna start work on removing it at once.



4 Chakotay tells B'Elanna that he feels responsible for Seska. He brought her onto *VOYAGER*, and she duped him more than any of the others.



5 *VOYAGER* finds two bodies floating in space. It is Haron and his aide, who have been executed using transporter technology.



6 Chakotay cuts the main engines and moves his shuttle in close to the Kazon ship using maneuvering thrusters.



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'Maneuvers'

the module, and suggests another plan. They can destroy the module by firing an antiproton beam that will penetrate the Kazon's shields and their hull. But this will only work if they are at very close range.

Haron threatens to take the stolen technology from Culluh. There is an argument, and Seska suggests that Haron and his aide should return to their ship to consider the situation.

As *Voyager* approaches the Kazon, they find Haron and his aide floating in space. The **Doctor** determines that they were beamed there, and **Neelix** suggests they were executed. Janeway calls a meeting to consider their plan, but Chakotay does not turn up; she soon discovers that he has taken a shuttle and gone after Seska alone.

Seska has contacted some of the smaller Kazon sects who may be more cooperative. Culluh is angry that Seska acted behind his back, but goes along with the plan.

Feelings of responsibility

On *Voyager*, B'Elanna visits the Captain to try to explain Chakotay's actions. She tells Janeway that Chakotay feels responsible for Seska; they had been lovers, and Chakotay had brought her aboard as a member of the **Maquis**. He is trying to protect the crew from his mistakes.

When Chakotay's shuttle approaches Culluh's ship, he cuts the engines and begins scanning for the module. Culluh and Seska realize that there is a ship nearby, and Seska uses a **polaron pulse** to detect it. The Kazon fire just before Chakotay can use the antiproton beam, which is damaged by the attack. Chakotay sends out a beacon and cuts the inertial dampers. Culluh tows the shuttle into a hangar, but Chakotay is no longer on board. He's transported to the control room, where he destroys the stolen transporter module before he activates the beacon and hands his **phaser** over to Seska.

Voyager soon finds Chakotay's beacon, which reports that he's managed to destroy the module and is probably dead. He advises the crew not to follow him.

Seska tries to persuade Chakotay to give up *Voyager's* command codes, but he refuses. *Voyager* detects more Kazon ships arriving, but B'Elanna persuades Janeway to attempt a rescue. Culluh has taken over Chakotay's interrogation and is beating him mercilessly. Chakotay simply tells him that Seska will betray him too.

B'Elanna suggests that they can rescue Chakotay by beaming him off while they fly past at warp speed. It's dangerous, but she's done it before.

Culluh is holding a war council with the other Kazon leaders. He tells them that he has *Voyager's* command codes, and shows

them a semi-conscious Chakotay as proof.

Voyager approaches the Kazon, but Chakotay is surrounded by a dampening field which prevents B'Elanna from transporting him. Janeway drops out of warp and begins fighting, giving B'Elanna a chance to compensate for the field, but it's no good. Janeway has another idea, and beams all of the Kazon Majes onto *Voyager*.

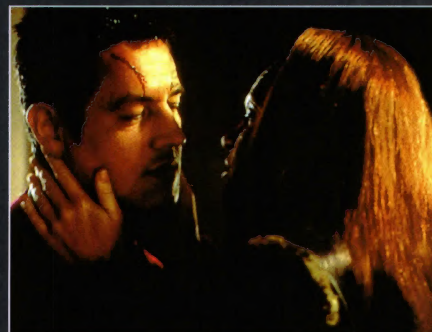
She offers to release them in return for Chakotay and the shuttle, and the Kazon have little choice but to agree.

Janeway puts Chakotay on report and he is genuinely sorry. Then the ship receives a message from Seska. While Chakotay was her prisoner, she took a sample of his DNA and has used it to impregnate herself – Chakotay is going to be a father.

ON SCREEN...



7 Chakotay makes his way to the Kazon control room and destroys the vital transporter module before giving himself up.



8 Seska insists that, although she may have betrayed her crewmates, she isn't a monster. She tells Chakotay that by cooperating he'll save the crew's lives.



9 Culluh has a brutal approach to interrogations, but he can't break Chakotay, who taunts him with stories about Seska's cunning.



10 The U.S.S. VOYAGER is badly outnumbered by the Kazon ships, but at B'Elanna's urging Janeway decides that she cannot abandon Chakotay.



11 Chakotay is badly beaten, and has little idea what Seska is doing when she removes a sample of his DNA. She uses the sample to impregnate herself with his child.

STARSHIP FACTS



Chakotay ensures that the technology on his shuttle is useless to Seska and the Kazon by wiping the computer's memory core.



C

C-111 The planet **Beta III** is located in this **Alpha Quadrant** star system. (*Starship Log*: 'Return of the Archons' [TOS]) **SEE FILES 3, 18, 68**

cabbage One of several cellulose vegetables that came out looking too yellow when the **U.S.S. Voyager's replicator** was malfunctioning in 2371. (*Starship Log*: 'Deadlock' [VOY]) **SEE FILES 29, 71**

cabbage, Oblissian A form of the leafy *Brassica oleracea* vegetable. The Oblissian cabbage is cross-pollinated by a yellow spawn-beetle, which **Neelix** did not want **Captain Janeway** to find in her salad. (*Starship Log*: 'Elogium' [VOY]) **SEE FILES 29, 71**

caber toss A test of strength in which participants compete to see who can make the furthest end-over-end throw of a long, heavy wooden pole. The sport is native to Earth's Scottish culture. (*Starship Log*: 'Sub Rosa' [TNG]) **SEE FILES 7, 69**

Cabot, Ensign A member of the **U.S.S. Enterprise** quantum mechanics division during 2369. **Neela Daren** approved Cabot's transfer to **Stellar Cartography**, a violation of protocol that was one factor in Daren's leaving the *Enterprise*. (*Starship Log*: 'Lessons' [TNG]) **SEE FILES 25, 43, 69**

Cabral Sector Federation region where the **Class-M** planet **Vacca VI** is located. **Dr. Rozhenko** and the **Boraals** resettled here in 2370. (*Starship Log*: 'Homeward' [TNG]) **SEE FILES 28, 44, 69**



◀ **DEEP SPACE NINE's** chief of security, **Odo**, is vigilant in his duties, but even the most watchful of eyes can't always prevent a terrorist attack. **Cabrodine** was used to bomb the station when fundamentalists felt school lessons were straying too far from the teachings of the Prophets.

cabrodine Chemical used in incendiary devices. The **Bajoran** terrorist, **Neela**, detonated a cabrodine-based explosive on **Deep Space Nine** as part of a plot to bring **Vedek Bareil** to the station. The bomb destroyed **Keiko O'Brien's** schoolroom. (*Starship Log*: 'In the Hands of the Prophets' [DS9]) **SEE FILE 70**



▶ **Jenice Manheim and Jean-Luc Picard** relived the romantic days of their youth in a convincing holodeck reconstruction of **Paris's Café des Artistes**.

Café des Artistes A sidewalk café in Paris. In 2364, **Jean-Luc Picard** programmed a holodeck version of the café so that he could fulfill his 22-year-old promise to end his romance with **Jenice Manheim** there. (*Starship Log*: 'We'll Always Have Paris' [TNG]) **SEE FILES 43, 69**

Cairn A telepathic species who communicate using images instead of language. **Betazoid Lwaxana Troi** accompanied a Cairn delegation to the **U.S.S. Enterprise** in 2370, in order to act as an interpreter. (*Starship Log*: 'Dark Page' [TNG]) **SEE FILES 43, 69**

Cairo, U.S.S. An **Excelsior-class** starship. The **U.S.S. Cairo** was under the command of **Captain Edward Jellico**, prior to his assuming temporary command of the **U.S.S. Enterprise** during **Picard's Cardassian** captivity in 2369. (*Starship Log*: 'Chain of Command', Part I [TNG]) **SEE FILES 31, 69**

cake, fried murt An item on **Neelix's** lunch menu, served aboard the **U.S.S. Voyager** in 2371. Under the influence of a powerful alien, **Captain Janeway** believed she saw some cucumber sandwiches. In reality, it was fried murt cake. (*Starship Log*: 'Persistence of Vision' [VOY]) **SEE FILE 71**

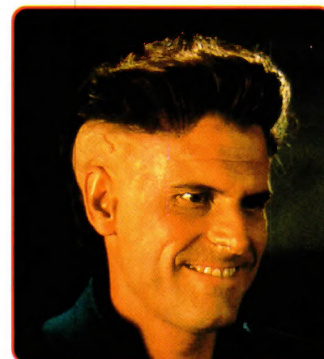
Calaman sherry **SEE sherry, Calaman** **SEE FILE 7**

Calamarain A sentient species that appears in the form of ionized gas clouds. The Calamarain sought revenge against **Q** during his brief refuge on the **U.S.S. Enterprise** in 2366. (*Starship Log*: 'Deja Q' [TNG]) **SEE FILE 69**

Calder II Planetary home of the **Romulan Sakethan** burial mounds. The mercenary **Arctus Baran** raided the site looking for pieces of the ancient **Stone of Gol**, which **Vulcan** isolationists hoped to use as a weapon. (*Starship Log*: 'Gambit', Part I [TNG]) **SEE FILES 3, 69**

Caldik Prime The **U.S.S. Voyager's** original Chief Medical Officer was once stationed on this planet. He remembered **Tom Paris** from there, although only by reputation. (*Starship Log*: 'Caretaker' [VOY]) **SEE FILES 3, 29, 43, 71**

C-111
cabbage
cabbage, Oblissian
caber toss
Cabot, Ensign
Cabral Sector
cabrodine
Café des Artistes
Cairn
Cairo, U.S.S.
cake, fried murt
Calaman sherry
Calamarain
Calder II
Caldik Prime
Caldonians
Caldorian eel
Caldos Colony
Calgary
calisthenics program, Klingon
'Call of the Prophets, The'
Callas, Maria
Callinon VII
Calloway, Maddy
Calogan dog
Calondia IV
Calondon
CalTech
Calvera, Bernardo



▶ The Cairn can only communicate with other telepaths, and need a translator to talk to most other species.



▶ The Calamarain took advantage of the removal of **Q's** powers to gain revenge on their tormentor.



◀ **The Caldonians, although humanoid, are considerably taller than the Barzan Premier Bhavani.**

Caldonians Members of this humanoid species are notable for their two-fingered limbs. The Caldonians were one of the parties that engaged in negotiations for the rights to the **Barzan wormhole** in 2366. (*Starship Log: 'The Price' [TNG]*) **SEE FILES 18, 69**

Caldorian eel A scaleless, snakelike animal. **Klim Dokachin** found one in a storage locker, which he then kept as a pet. (*Starship Log: 'Unification', Part I [TNG]*) **SEE FILE 69**

▶ **Many of the Caldos colonists dress in traditional Scottish garb.**

Caldos Colony Site of one of the **Federation's** first terraforming projects, dating to 2270, and modeled on the Scottish highlands of Earth. The **U.S.S. Enterprise** helped repair the planet's weather control matrix in 2370. (*Starship Log: 'Sub Rosa' [TNG]*) **SEE FILES 18, 69**



Calgary An Earth city, known for the annual Calgary Stampede, located in the northern hemisphere nation of Canada. **Wesley Crusher** and **Joshua Albert** enjoyed a weekend jaunt there in 2368. (*Starship Log: 'The First Duty' [TNG]*) **SEE FILES 43, 69**



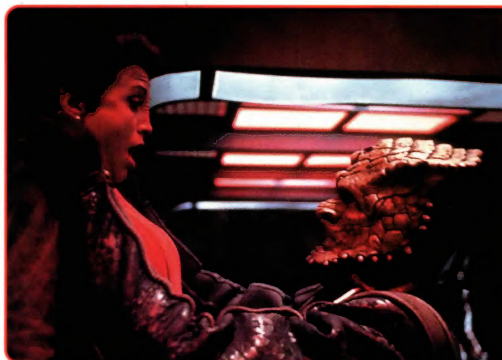
▶ **The Klingon calisthenics program creates a succession of tough foes to be defeated. It can be used as a training exercise or as relaxation for Klingons and others who love a good fight.**

calisthenics program, Klingon

This **holodeck** simulation is a favorite program of **Worf's**, in which the participant engages in hand to hand combat with a succession of lethal adversaries within an aboriginal forest. (*Starship Log: 'Where Silence Has Lease', 'The Emissary', 'New Ground' [TNG]*) **SEE FILES 25, 69**

'Call of the Prophets, The' **Kira Nerys's** favorite poem, written by the **Bajoran** bard **Akorem Laan**. An alternate timeline resulted in several stanzas being added to this previously 'unfinished' work. (*Starship Log: 'Accession' [DS9]*) **SEE FILES 10, 47, 70**

Callas, Maria Legendary soprano of 20th century Earth, famous for her fiery temperament and transcendent singing. The **U.S.S. Voyager's** **EMH** Doctor felt it would be easier to sing 'La Bohème' with Callas than the **holoDiva** **Giuseppina Pentangeli**. (*Starship Log: 'The Swarm' [VOY]*) **SEE FILE 70**



▶ **The crew of the U.S.S. DEFIANT found themselves at the mercy of the Jem'Hadar near Callinon VIII. Kira and Odo were able to escape and went by shuttlecraft to the Omarian Nebula, where their attempts to contact the Founders proved successful.**

Callinon VII Site of a subspace relay outpost used by the **Dominion** to receive messages from the **Founders**. In 2371, the **U.S.S. Defiant** and her crew were captured near the planet by the **Jem'Hadar**. (*Starship Log: 'The Search', Part I [DS9]*) **SEE FILES 3, 16, 70**

Calloway, Maddy A **Starfleet** medical technician on the **U.S.S. Enterprise NCC-1701-D**. She was romantically involved with engineering staff member **Dan Kwan** when an empathic reaction caused him to commit suicide in 2370. (*Starship Log: 'Eye of the Beholder' [TNG]*) **SEE FILES 25, 69**

Calogan dog A servile and cowardly animal. The term was also used as an epithet, as when **Haliz** told **Chakotay** that a Kazon would rather die than "run like a Calogan dog with you." (*Starship Log: 'Initiations', 'Alliances' [VOY]*) **SEE FILE 71**

Calondia IV The athletic **Trajok** left for Calondia Four after his weekly **Galeo-Manada** wrestling workout with **Jadzia Dax** in 2370. (*Starship Log: 'Playing God' [DS9]*) **SEE FILE 70**

Calondon This **Kressari**-flagged space freighter, under the command of **Zef'No**, was reputed to be carrying a payload of delicate and reactive plant material in 2370. (*Starship Log: 'The Circle' [DS9]*) **SEE FILES 40, 70**

CalTech Abbreviation for the California Institute of Technology, a center of scientific study on Earth. A professor here informed **Henry Starling** that **Rain Robinson** had told others about detecting the **U.S.S. Voyager's** gamma emissions. (*Starship Log: 'Future's End' [VOY]*) **SEE FILES 44, 71**

Calvera, Bernardo A police officer in **Sanctuary District 'A'** in 2024 San Francisco. He was held hostage during the watershed civil unrest known as the **Bell Riots**. (*Starship Log: 'Past Tense', Parts I & II [DS9]*) **SEE FILES 7, 44, 70**